CLAIMS

1.   A game system comprising:

a code reading means for reading in a code recorded in a card;

a character generating means for generating a character, based on a combination of a plurality of codes read in by the reading means; and

a character evaluating means for evaluating the generated character,

the game system further comprising a memory means for storing at least base character data which are a base for the generated character, first part data for forming a part of the character, which corresponds to a first code, and a plurality of second part data for forming other parts of the character, which correspond to a second code,

the character generating means including:

a base character image generating means for reading out the base character data and generating a base character image;

a first part changing means which, when the first code is read in, reads out the first part data corresponding to the first code from the memory means and changes a part of the base character data by the readout first part data;

a second part changing means which, when the second code is read in, selects and reads out, out of said plurality of second part data, one second part data corresponding to the second code and changes another part of the base character image by the second part data;

a third part changing means which, when the second code is read again, selects and reads out one second part

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data out of said plurality of second part data other than the second part data selected by the second part changing means, and changes another part of the base character image by the selected second part data; and

a character image generating means for generating a character image, based on the character data changed by at least any one of the first part changing means, the second part changing means and the third part changing means.

2. A game system comprising:

an operating means operated by a game player;

a display means for displaying a game image;

a sound outputting means for outputting game sounds;

an evaluation means for evaluating an operation input into the operation means; and

a control means for controlling the game,

the control means including:

a first means for displaying an image indicating an operation of the operation means on the game image by the display means;

a second means for outputting a game sound indicating the operation of the operation means by the sound outputting means concurrently with the display of the image; and

a third means for outputting an auxiliary game sound assisting the indication of the operation of the operation means from the sound outputting means before a prescribed period of time prior to the display of the image, and

the evaluation means evaluating the operation input into the operation means, based on a timing of the operation input into the operation means and a timing of generating the game sound by the second means.

3.   A game system comprising:

a first operating means operated by a first game player;

a second operating means operated by a second game player;

a display means for displaying a game image;

a sound outputting means for outputting a game sound; and

an evaluation means for evaluating an operation input into the operation means,

the control means including:

at least one of a first means for outputting an image indicating an operation of the first operation means on the game image by the display means, and a second means for outputting a game sound indication the operation of the first operation means by the sound outputting means,

the evaluation means evaluating the operation input into the first operation means, based on whether or not at least one of a timing of the operation input into the first operation means and a timing of the operation input into the second operation means agrees with an output timing of the first means or the second operation means.

4.   A game system according to claim 3, wherein the first means or the second means of the control means operating the first operation means prescribed times, and

the evaluation means evaluating the operation input of the first operation means, based on whether or not operation times of the first operation means are said prescribed times, whether or not operation times of the second operation means are said prescribed times and whether or not a total value of the operation times of

the first operation means and the operation times of the second operation means are said prescribed times.

5. A game system comprising:

a code reading means for reading in a code recorded in a card;

a character generating means for generating a character, based on a combination of a plurality of codes read in by the reading means; and

a game control means for controlling a game,

the card having a visual mark in addition to the code,

the game system further comprising a memory means for storing base character data which are a base for the generated character, part data forming a part of the character, corresponding to the code, and a mark provided on the card,

the character generating means including:

a specific mark indicating means for indicating a specific mark;

a base character image generating means which reads out the base character data and generates a base character image;

a part changing means which, when the code is read in, reads the part data corresponding to the code from the memory means and changes a part of the base character data by the read part data;

a character image generating means for generating a character image, based on the character data changed by the part changing mean; and

a specific mark counting means for counting the specific marks on the cards which have been read in to generate the character image,

the mage control means controlling the game, based

on a counted result of the specific mark counted by the specific mark counting means.

6. A game system comprising:

a game control means for controlling a competition game in which a first character and a second character compete in a three-dimensional virtual space;

a display means for picturing the three-dimensional virtual space with a virtual camera and displaying the three-dimensional space on a two-dimensional display monitor; and

a camera control means for controlling a position and a focus of the virtual camera,

the camera control means including:

a first means for setting the position and focus of the virtual camera so that the competitors, the first character and the second character, are contained in a two-dimensional display monitor; and

a second means for changing the position and the focus of the virtual camera. based on a competition result of the competition game so that the winning first character or the winning second character is moved toward the middle of the two-dimensional display monitor.

7. A game system according to claim 6, wherein

the camera control means includes

a third means for controlling the position and the focus of the virtual camera to produce the surroundings of the winning first character or the winning second character when the movement of the winning first character or the winning second character in the two-dimensional display monitor has reached a prescribed limit, based on a competition result of the competition game.

8. A game system according to claim 6, wherein

the camera control means includes

a fourth means which, when a position of the first character or the second character in the two-dimensional display monitor does not change for a prescribed period of time, controls the position and the focus of the virtual camera so that the first character or the second character is moved in the direction opposite to the direction of movement of the character by the second means.

9.   A game system comprising:

a code reading means for reading in a bar code recorded in a card;

a character generating means for generating a character, based on a combination of a plurality bar codes read in by the reading means; and

a character evaluating means for evaluating the generated character,

the game system further comprising a memory means for storing at least base character data which are a base for the generated character, and part data for forming a part of the character, which corresponds to the bar code,

the character generating means including:

a base character image generating means for reading out the base character data and generating a base character image;

a part changing means which, when the bar code is read in, reads out the part data corresponding to the bar code from the memory means and changes a part of the base character data by the read out part data; and

a character image generating means for generating a character image, based on the character data changed by the part changing means.

10. A program for a game system comprising an

operation means operated by a game player; a display means for displaying a game image; a sound outputting means for outputting game sounds; an evaluation means for evaluating an operation input into the operation means; and a control means for controlling the game,

the program comprising the steps of:

making the control means command the display means to display an image indicating an operation of the operating means on the game image;

making the control means command the sound outputting means to output a game sound indicating the operation of the operation means concurrently with the display of the image;

making the control means command the sound outputting means to output an auxiliary game sound assisting the indication of the operation of the operation means before a prescribed period of time prior to the display of the image; and

making the evaluation means evaluate the operation input into the operation means, based on a timing of the operation input into the operation means and a timing of generating the game sound by the operation means.

11. A game program for a game system comprising a first operating means operated by a first game player; a second operating means operated by a second game player; a display means for displaying a game image; a sound outputting means for outputting a game sound; and an evaluation means for evaluating an operation input into the operation means,

the program comprising the steps of:

making the control means command the display means to display an image indicating an operation of the first operation means on the game image, or the sound

generating means to output a game sound indicating the operation of the first operation means; and

　　making the evaluation means evaluate the operation input into the first operation means, based on whether or not at least one of a timing of the operation input into the first operation means and a timing of the operation input into the second operation means agrees with an output timing of the first means or the second operation means.